

# AppSetup

2.0

by

**NEVERnever Software 1992.**

## *What?*

**AppSetup** is a standalone setup program for AppBar. It is an easy way to edit the AppBar.ini file which contains all the settings for AppBar. You can launch AppSetup from AppBar and restart AppBar after exiting AppBar to use new settings for AppBar.

## *New?*

In **AppSetup 2.0** the following things are new,

- AppSetup is made Drag&Drop aware, files can be dropped over the iconbar, and the four edit fields.
- The Sound button is moved from system dialog window, to the main window.
- added Parameters editwindow, and changed the sequence of the four editwindows, the icon editwindow is now the last one.
- added Maximum Size radio button.
- added ShellGroups editwindow and browse option.
- added default SoundDirectory editwindow.
- added Restart checkbox to the ExitdialogBox.
- Insert/Delete/MoveUp/MoveDown button are added to make icon manipulation easier.
- Changed layout of AppSetup. (different buttonplacements, different borders).
- a "Use AppBar as Shell" checkoption is added to the system dialogwindow to install AppBar as shell.
- added fifth icon to the iconbar.

## *Functions?*

(Between brackets are the discussed lines in AppBar.ini listed)

**Main Window** ([Buttons] section in appbar.ini)

### *IconBar*

The Iconbar with five icons and a scrollbar are used to select the current icon. The background of the current icon is made black. With the scrollbar and by clicking on an icon you can change the current selection. Only the settings of the current icon can be changed.

### *Program XX (ProgramXX=)*

This editwindow specifies the name of the file which will be launched from AppBar when it's button is pushed. The specified name doesn't have to be an executable, if it isn't, the associated executable will be launched with the given file as parameter.

### *Parameters XX (ParamsXX=)*

This editwindow specifies the parameters given to ProgramXX when it is launched from AppBar. The parameters XX will only be used when Program XX is an executable.

### *Workind Directory XX (DirXX=)*

This editwindow specifies the directory to which the current directory is changed before launching Program XX.

### *Icon XX (IconNameXX= & IconNumberXX=)*

This editwindow specifies the name of the file from which the icon is loaded that is displayed by AppBar. With the << and >> buttons beneath the editwindow it is possible to walk through a resource file when it contains multiple icons. The name of the icon file is saved at the IconNameXX= line, the

number of the selected icon at the IconNumberXX= line.

#### *ShowMode (ShowModeXX =)*

The four radiobuttons Normal/Maximized/Minimized/MaximumSize specify how a program is launched from AppBar. It can be launched Normal, Screenwide, iconized or a size that fits the maximum space left by AppBar. In the last case you will have both your program and AppBar visible at the same time, without one overlapping the other. These settings are saved to the ShowModeXX line as 0 (Normal), 1 (Maximized), 2 (Minimized), or 3 (MaximumSize).

#### *ButtonLook (ButtonLookXX=)*

With this checkbox it is possible to specify whether or not AppBar should display a blank button behind the specified IconXX.

#### *Close Program (CloseXX=)*

With this checkbox it is possible to specify if the closing function of AppBar should work for this program. If checked, AppBar will display a greyed button over the specified button when the program is launched from AppBar. After pressing the greyed button, the program will be closed. This function is ignored for DOS applications.

#### *Save*

This button saves all changes made with AppSetup to appbar.ini.

#### *Exit*

This button will close AppSetup. If settings are changed or when the save button is pushed, an Exit dialogbox is shown, asking to save changes and to restart AppBar. Pressing OK will save the changes and will restart AppBar when the Restart checkbox is checked. Pressing No will skip both and closes AppSetup.

#### *Browse*

With the Browse option it is possible to browse a Program file, Working Directory or Icon file, depending on which editwindow has the focus. After browsing a Program, this file will also be inserted as iconfile.

#### *Insert*

This button inserts a empty button field at the current iconfield. Note that the settings of the last button are lost.

#### *Delete*

This button deletes the settings of the current icon, and moves all following buttonsettings one up. An empty button is inserted at the bottom.

#### *MoveUp/MoveDown*

These buttons move the current icon one place up or down.

#### **System** ( [System] section in appbar.ini)

##### *Left (Left=)*

This statement specifies where the left side of AppBar is put on the screen. If the default value -1 is specified, AppBar will be placed at the right side of the screen, with the right side of AppBar at the right end of the screen.

##### *Top (Top=)*

This statement specifies where the top side of AppBar is put on the screen. If the default value -1 is specified, AppBar will be placed at the top of the screen.

### *Buttons (Buttons=)*

This specifies the number of program buttons that is displayed by AppBar. The maximum number of buttons that can be placed on AppBar is 48. Note that you can have set up more buttons with AppSetup that you will see on AppBar, increase the number of Buttons= in this case.

### *Columns (Columns=)*

This specifies the number of vertical columns that AppBar will display. See AppBar.wri for detailed information on this setting.

### *Stay in Front (StayInFront=)*

This specifies whether or not AppBar should always be on top.

### *Quick Exit (QuickExit=)*

If this checkbox is checked, AppBar will not show a Exit DialogBox when the Exit button ( second button of AppBar) is pressed, but it will terminate Windows immediately.

### *CloseAll (CloseAll=)*

This option is a leftover from earlier versions of AppBar, but it still exists for compatibility and because it is still useful. When it is not checked it turns off the closefunction for all buttons, and thereby overruling the CloseXX= settings. If it is checked, the use of the close function is determined by the CloseXX= settings.

### *DoubleClick (DoubleClick=)*

With this option it is possible to specify if the AppBar buttons should respond to single mouse clicks or double ones. Unfortunately, the systembuttons from the first button only work with single clicks.

### *ShellGroups (ShellGroups=)*

With this editwindow the names of the groupfiles can be specified which will be executed when AppBar is shell. Multiple filenames have to be seperated by a single space.

### *Use AppBar as Shell*

This checkbox will be checked when AppBar is already shell. When it is not, and the checkbox is checked when pressing OK, an editwindow is shown which will give a path to AppBar.exe. This path can be saved at the Shell= line in System.ini. If this is saved, a second dialogbox will ask to restart windows, to get AppBar launched as shell.

### *Default*

This button will set default settings to the editwindows and checkboxes.

### *Browse*

With this button it is possible to select multiple group files for the ShellGroups editwindow.

### **Sound** ( [Sounds] section in AppBar.ini)

#### *Events*

The Sound dialog window contains six editwindows to specify \*.wav files for the following six AppBar events: AppBar Start, AppBar Exit, Program Start, Program Exit, Windows Exit, Drop File, Error Messages. The contents of each editwindow will be saved in the corresponding line in appBar.ini.

### *Sounddirectory (SoundDirectory=)*

This setting specifies the default directory for the Browse function.

### *Enable AppBar Sounds(EnableSound=)*

If this checkbox is checked AppBar will play the specified sounds on the corresponding events.

### *Test*

With this button it is possible to play the current selected sound file.

### *Browse*

With this button wave files can be browsed for the current selected event.

### *None*

This button will put a default value <none> in the current selected event, meaning that AppBar should not play a sound on that event.

## *History?*

**1.0** initial release

**1.0.1** added initialization window. improved IniSave().

**1.0.2** added browse function (only for win31), added StartupInitialization  
Improved ExitDlgBox. Improved redrawing icons and whole window.  
changed ini-file (read and write).

**1.1**

ported source to Windows 3.1. Made it STRICT and MACRO API compatible. Uses ExtractIcon and DrawIcon to load and display icons. Optimized IniRead() and IniSave(). Added IconNumber and ButtonLook options. Added Directory Browse to InitDlg and StartDir. Improved InitEndDlg. Changed SystemDlg's look. Added Sound Dlg. Fixed an annoying bug, when Appsetup was launched from AppBar. Fixed some little bugs. Got wrong hDC after receiving WM\_PAINT message. Improved looks main Window.

**2.0**

Changed Button placement. Add Insert/Delete/MoveUp/MoveDown buttons. Max Apps = 48. Add Params Edit Window. Changed look of Edit window slightly. Made editwindows and static texts higher. Add 5th icon. add maximum size option. Made Drag&Drop aware. Fixed problem with browse programs and max columns. Fixed problems with saving new settings in the Delete/Insert/MoveUp/MoveDown and parameter edit Window functions. And also in the LoadExeIcon(). Exit/No will not restart AppBar. If Save button is pushed, Exit Window is shown. Make AppBar shell, will now give full path to AppBar if it can find appbar, else just appbar.exe in a editwindow. Fixed problemwith Delete().

## *Ware?*

This Software is UserWare, no registration, no nothing, just a program to increase the joy of using Windows.

## *Contact?*

geert@ph.tn.tudelft.nl,  
and if you want to drink a (Hoegaarden) Beer with me:  
Geert van Kempen,  
E. du Perronlaan 140,  
2624 NA,  
Delft,  
Holland

**NEVERnever Software 1992.**